Shawna Wheeler

17 October 2011

CI 513

Digital Games

<http://www.digitaldialects.com/French.htm>

1. This website could be used for any age but would not be terribly useful past the second year of language study. Although the link I’ve provided above is for French, the website also works with many other languages.
2. The purpose of the games is basically to become more familiar with basic and some slightly more advanced vocabulary.
3. I really wanted to be able to find a game in French that was more interactive than verb drills and flashcards. The best that I could come up with was Digital Dialects. The components of the game are really simple. The games vary slightly between sets of vocabulary, but they are all fairly similar. The student usually has to associate the word (spoken or written) with a drawing of the object. On occasion the games use English words, but this is minimal. There is no story line, but the students are not graded in any kind of way. If they get a wrong answer they are encouraged to try again.
4. One of the benefits of this website is that it uses some listening comprehension. In many of the games students can choose to use just audio. When they do this, the actual word doesn’t appear on the screen until after they’ve selected the right picture. Another benefit is that there is very little English-French translation, so the students will be practicing to think in the target language.
5. One of the challenges with this game is that there is no interaction with other students. Also, there is practically no critical thinking. I think that an improvement that could be made on these games would be to at least prompt students to repeat the words they hear. Some students may not repeat the words, but if they were prompted to do so then I think at least some students would.